

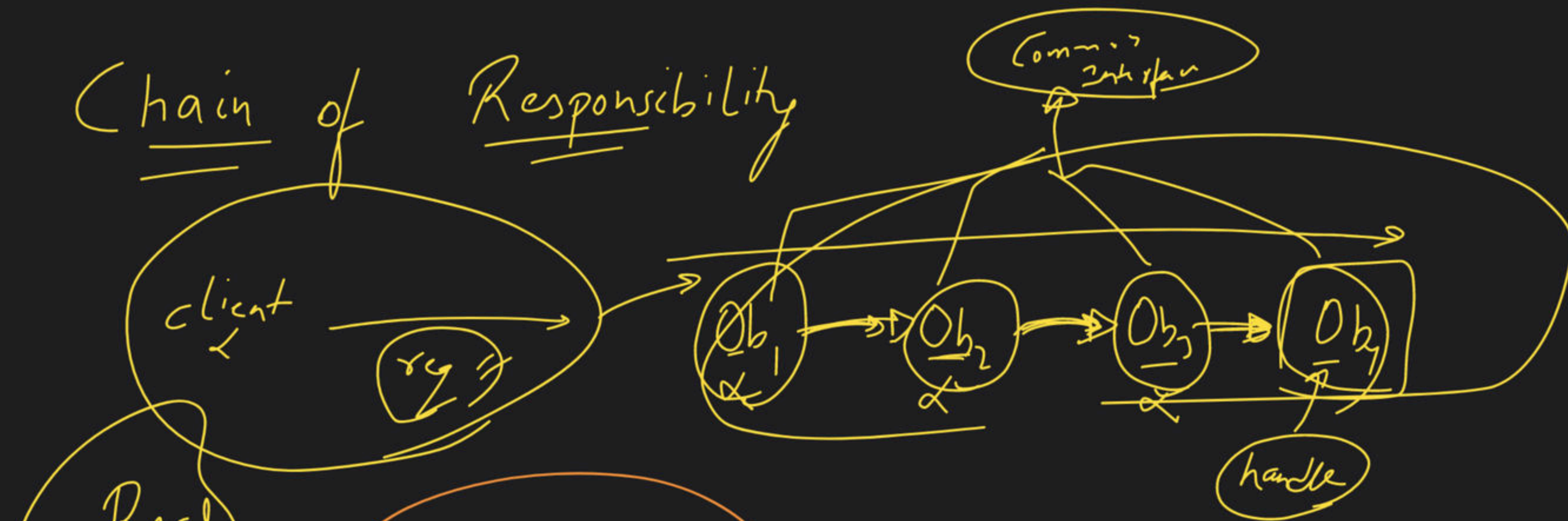
Introduction to Behavioral design patterns

Special class

↳ Object interacts

& delegate responsibility

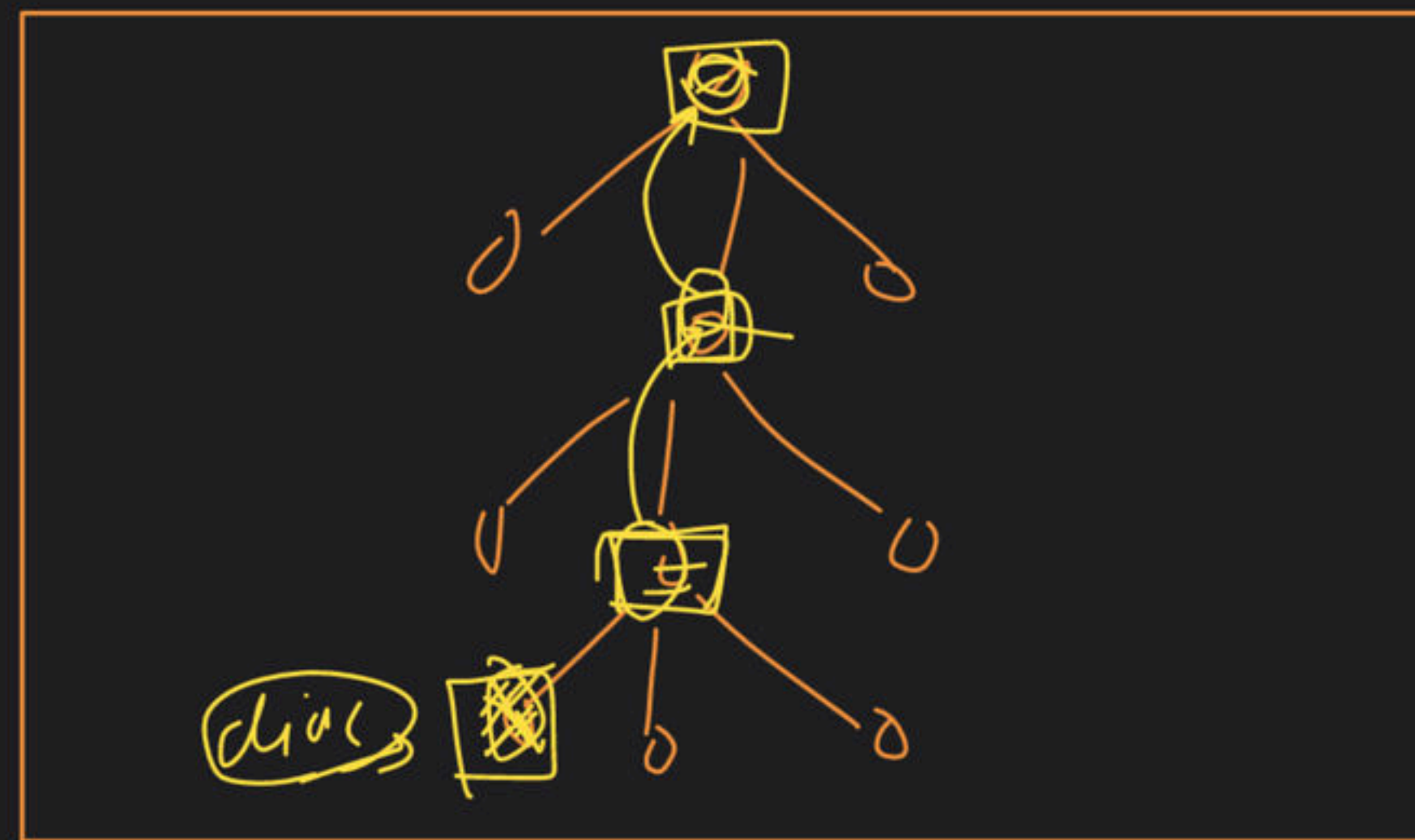
① Chain of Responsibility



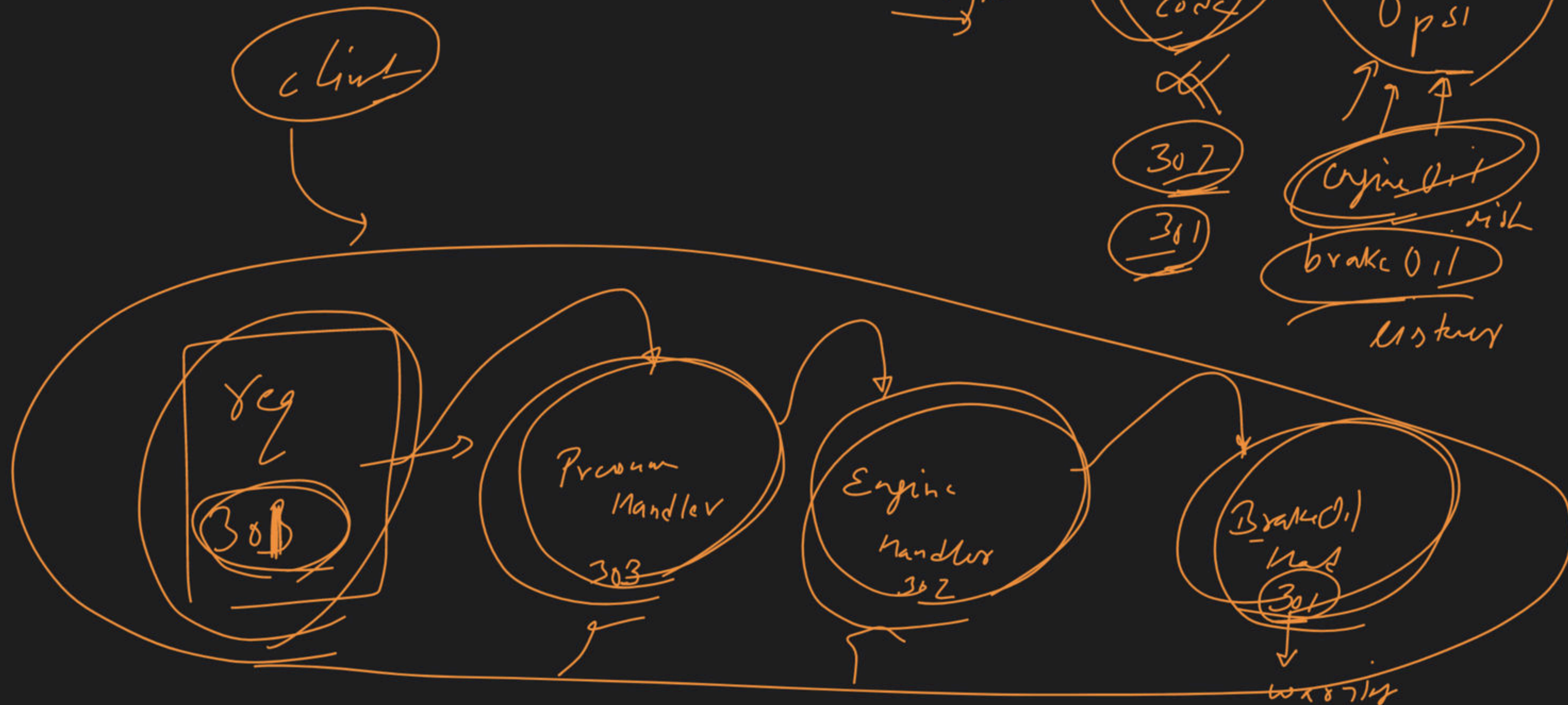
Real Life

Event Bubbling in DOM

Imp → Common interface
→ Ob → successor object reference



Desi Example



→ Command Pattern:-

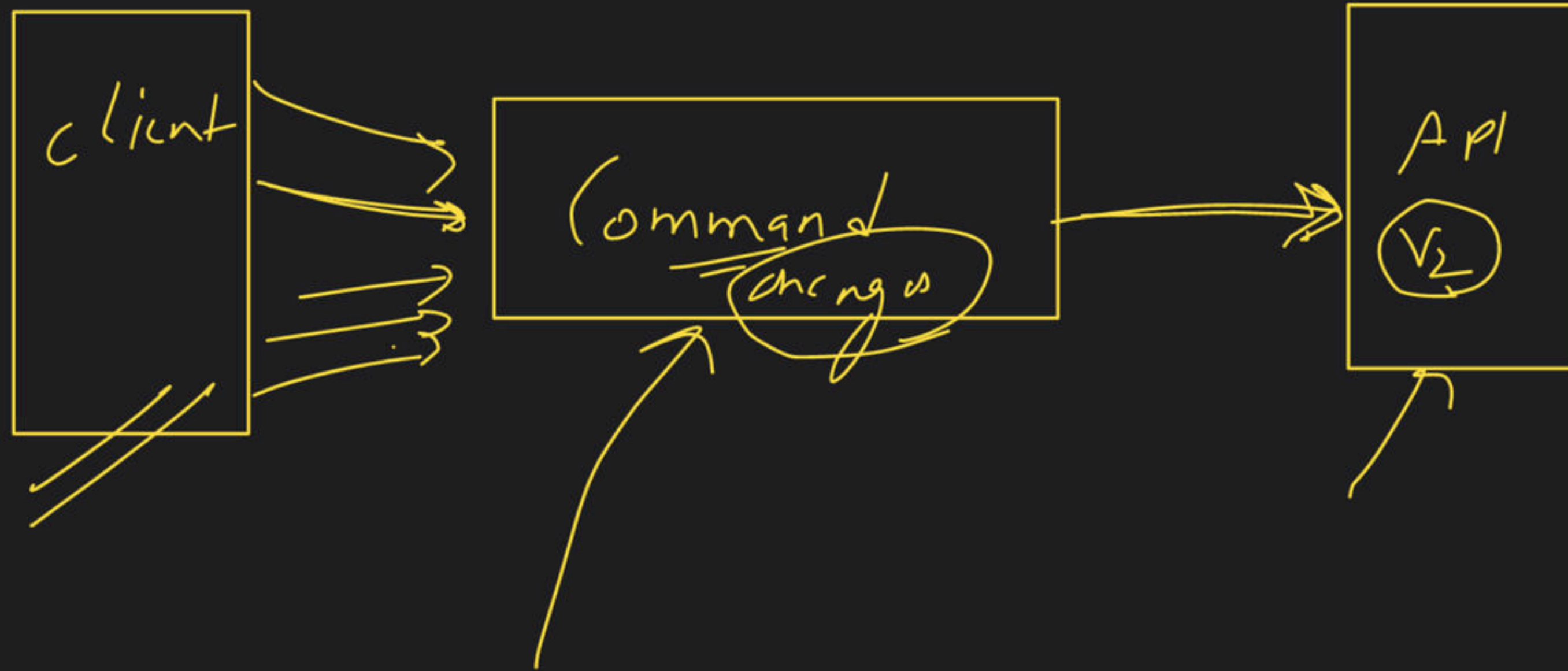
focus

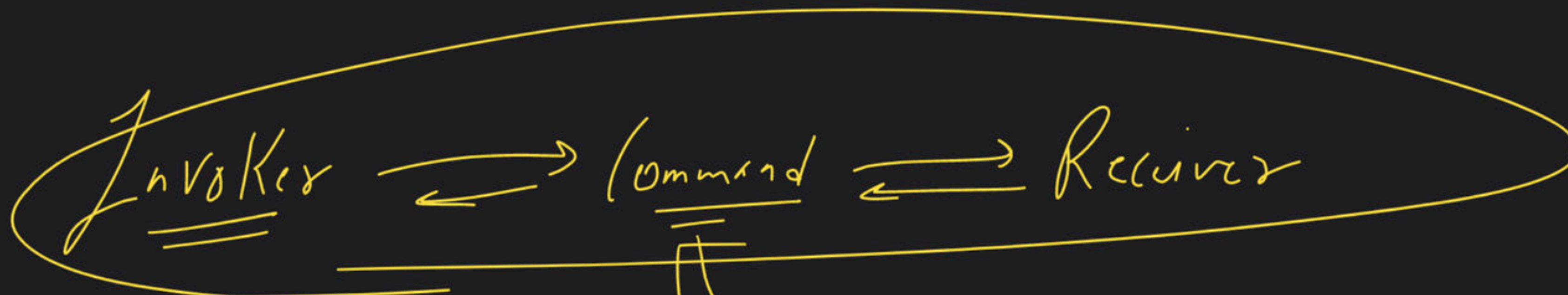
→ decoupling

→ object ^{that} requests

→ object that fulfills

2 mis
Break





Desi
Example

